

VERNON BASEBALL ASSOCIATION
MOSQUITO RULES

Updated: 2025

1. Definitions:

(a) "BC Minor Rules" means the rules from time to time adopted by BC Minor Baseball; and

(b) "VBA Mosquito Rules" means these rules.

2. Mosquito Age requirements:

Max. Age (end of year) - 11

Min. Age (start of year) – 9

3. All BC Minor Rules and VBA Mosquito Rules are in effect. If there is a conflict between BC Minor Rules and VBA Mosquito Rules, VBA Mosquito Rules supersede BC Minor Rules.

4. The uniforms and hats that are supplied by the league must be worn by players to all games. All shirts are to be tucked in. All players must wear athletic supporters. All base runners, the batter and the on deck batter must wear batting helmets with chin straps. Players must wear running shoes or molded rubber cleats.

5. No gum nor sunflower seeds are permitted anywhere on the fields, including in the dugouts. Each team must clean up their dugout after the game.

6. The Home Team must prepare the diamond before the game. After each game, the Home Team must rake the infield, home plate and the pitching mound, and make sure all equipment used during the game is returned to the lock-up.

7. The Home Team occupies the dugout adjacent to the third base line.

8. Before a game, each head coach must give a copy of his batting line-up to the opposing team and the home plate umpire.

9. After each game, the head coach of each team must send the final score and the pitch counts to the Division Director via e-mail. Each coach must record the exact scores as runs for and against.

10. Coaches are responsible for the behavior of their players and parents during games and to make sure that there is no abuse of the umpires, players and equipment. See Codes of Conduct on Policies/Forms on Vernon Baseball website.

11. Games must start within five minutes of the scheduled start time.

12. Games postponed due to poor weather will be rescheduled by the Division Director, if there is time available in the schedule.

13. Games shall be six innings of pitched baseball, unless terminated early due to one of the conditions set out at rule #14 below. Four complete innings with no less than eight players on the field for each team will constitute a legal game.

14. Run Limits & Open Innings

A team's turn at bat will consist of three outs or when the run limit has been met for the inning.

The run limit for:

(a) the 1st and 2nd innings is two;

(b) the 3rd , 4th and 5th innings is four; and The 6th inning will be an "open inning".

An open inning means teams may score an unlimited number of runs in its last turn at bat with the caveat that each batter can only hit once-you can only run through the batting order once.

15. A game will be terminated early (before the sixth inning) in the following cases:

(a) the umpire determines in his sole discretion that it is necessary to call the game due to darkness or poor field or weather conditions; and

(b) if the sixth inning would commence more than 2+ hours after the start of the game (**no inning can start more than 2 hours after the start of a game**).

c) Open inning should be called for the inning starting after 1 hour 45 minutes.

16. If a game is a tie at the end of 6 innings, it will remain a tie.

17. Mercy rule

If a team is leading its opponent by at least ten (10) runs after five or more equal innings have been played, or after four and one-half innings if the team second at bat should have a ten run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in front declared the winner. Should a team hit a "walk off" out of the park home run to end a game under the mercy rule all runners including the batter shall be permitted to score (as per the Official Rules of Baseball).

18. All players will be included in the batting order. Players will be listed in the order they are to bat. Players arriving late will be added to the end of the batting order.

19. No more than ten players are permitted on the field provided that four of those players play in the outfield.

20. All players must sit one inning before a player can sit a second inning and no player can sit more than two innings per game; except for disciplinary reasons. All players in attendance at league games must play at least three complete innings of a six inning game.

21. The coach must inform the umpire and the coach of the opposing team of any disciplinary actions or if a player must leave the game early for any reason.

22. Pitching

The first two innings of each game must be pitched solely by a first-year player or a combination of more than one first-year players.

23. The number of pitches per pitcher and rest required is as follows are as set out in BC Minor Rules

10U & 11U (Mosquito)

1-25 Pitches = No Rest

26-40 Pitches = 2 Night Rest

41-55 Pitches = 3 Nights Rest

56-65 Pitches = 4 Nights Rest

66-75 Pitches = 5 Nights Rest

75 Pitches Maximum in a Day

- pitches thrown in warm-up, the bullpen or ruled no pitch by the umpire because do not count towards pitch count
- a pitcher who requires rest after the first game of the day cannot pitch in the second game of the day.
- the following is an example of "a nights rest": if a pitcher requires three nights rest after throwing a 1:00 PM game on a Sunday; the pitcher must rest Sunday night, Monday night and Tuesday night-and is able to pitch again on Wednesday morning;
- a week begins at 12:01AM on Monday morning and ends at 11 :59PM on Sunday night
- a pitcher is permitted to exceed the maximum limit for a day to complete pitching to a batter
- if a game is suspended the pitchers rest would be determined based on the number of pitches thrown

to that point and recorded for that day; if a pitcher is ineligible to pitch at the beginning of a game that is suspended after the first pitch, the pitcher remains ineligible to pitch in that game when it is completed at a later date

- a pitcher may not pitch twice in the same game
 - If a pitcher is about to exceed his/her maximum pitch count for the day the opposing coach or official scorekeeper must inform the pitcher's coach BEFORE the violation occurs. If a violation is discovered after it occurs, the pitcher is simply removed from the mound and no further penalty will be invoked.
 - If a pitcher pitches without proper rest the game will be forfeited to the opposing team.
 - Rest Rule Violation -If a pitcher pitches without proper rest as defined in Rule 22 the game will be forfeited to the opposing team. Such a violation may be protested by the opposing team up to 48 hours after the game upon the discovery of the violation. At a Provincial Championship, the violation must be protested at the time it occurs.
 - coaches are responsible for tracking the pitch count of their pitchers; they may assign this duty,
- however, it is ultimately the coaches responsibility to ensure pitch count is followed
- each team is responsible for maintaining a log of pitches thrown by their pitchers on an official BC Minor Baseball pitch count form.
 - a team may request to view the opposition's pitch count log prior to a game.
 - a coach failing to maintain an accurate log may be reported to BC Minor and may face supplemental discipline including the forfeiture of games.
 - under no circumstances will umpires be expected to track or enforce pitch count

- if a pitcher hits two players in an inning or hits three players in one game, the pitcher will be removed from the mound unless the umpire determines that the batter could have avoided being hit through a reasonable effort.
- each team is permitted one coach trip to the mound per inning per pitcher
- the pitcher must be removed on the second coach trip to the mound
- a pitcher withdrawn from the mound, but who stays in the game at another position shall not be permitted to return to the mound as a pitcher in the same game
- Pitching on consecutive days - In the Mosquito division a pitcher may pitch on three consecutive days providing he has not thrown more than 25 pitches combined over the previous two days. Pitchers are not permitted to pitch on four consecutive days.
- Pitching and Catching on the same day is permitted.

24. Sliding

If a play is being made, or is about to be made, it is MANDATORY for players to slide or make an effort to avoid a collision at all bases and home plate; failure to do either will result in an automatic 'out' the ball will be deemed dead and no runner may advance beyond the base that was last legally acquired.

- Head First Slides - No head first slides to a base or home plate are allowed. All offending players will be automatically called out. (Diving head first back to a base already legally acquired will be allowed.)

25. Force Play Slide Rule

The force-play-slide rule is to ensure the safety of all players by preventing base runners from sliding wide of the base, most often in double play situations, to take out the pivot man who is in a vulnerable position and open to injury. This rule pertains to a force-play situation at any base or home plate, regardless of the number of outs. It does not apply to tag plays. Whether or not the defense could have completed the double play or makes an attempt to complete another play has no bearing on the applicability of this rule. On any force play, the runner must slide directly into the base (except as described in the exception below). "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases. It is permissible for the sliding base runner's momentum to carry him through the base on the baseline extended (see diagram), provided the slide begins before the base. The runner may not slide to either side of the base and reach in and touch the base with his hand or foot as would be legal at the professional level.

When a runner does not slide directly into the base, the umpire shall rule interference when:

(i) Any contact occurs between the runner and fielder outside of the straight line between bases or

(ii) The fielder is forced to avoid contact (by jumping the runner or other means) outside of the straight line between bases Contact with the fielder is permitted only on a direct slide into the base.

Exception: A runner may slide or run away from a base only if the runner slides or runs in a direction away from the fielder in order to avoid making contact with or altering the play of the fielder. Interference shall not be called.

PENALTY

(1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and all other runners must return to the base they occupied prior to the pitch. Note: In the event the interfering runner was safe on the play, only the interfering runner will be called out but all runners will return to the base they occupied prior to the pitch. If the interfering runner's slide

caused him to be safe (caused the fielder to drop the ball) then both the runner and batter are out.

(2) With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.

(3) If the runner's slide is flagrant, and injures or had a high likelihood of injuring the fielder, the runner shall be ejected from the game.

25. Stealing bases

Base stealing is permitted under the following conditions:

- No stealing is permitted in innings one and two;
- Stealing of second and third base can be done in innings three to six;
- Stealing of home plate can only be done in innings three to six (not against first year pitchers) after the midpoint of the season. Actual date to be determined by the Division Director.

26. Leadoffs

Leadoffs are not allowed. The ball must cross home plate before any base runner(s) can leave the base(s).

When a base runner leaves the base before the pitch crosses home plate and:

(a) the batter DOES NOT HIT THE BALL, the Umpire shall call "Leadoff" and warn the base runner. The base runner must return to the base-the base runner is not out;

1. However at the Umpires discretion after a warning a repeat offender may be called out.

(b) the batter HITS THE BALL in play, the base runner is called out, the ball is called dead and no pitch is called.

27. Bunting is permitted

28. A batter cannot run on a third strike dropped by the catcher

29. If there is catcher interference, no pitch is to be called and a warning is to be issued to the catcher. If interference occurs a second time, the batter will be awarded 1st base (per batter).

30. The Umpire will call interference on a defensive player if the bag or plate is not partly exposed. The runner will be awarded the base.

31. Calling a player out for throwing the bat will be at the Umpire's discretion. If the batter is called out no base runner will advance.

32. If a player has started the game and must leave before it is over, he/she will be deleted from the line-up and no outs will occur. If a player is injured during the game and cannot continue, he/she will be deleted from the line-up and no outs will occur. All players will bat in the order they are placed on the line-up sheet, whether they are on the playing field or the bench in any given inning.

(A) Should a player arrive late to a game his name may be added to the bottom of the batting order.

(B) In the event of an injury the following shall apply:

(i) to a runner - the last out will be allowed to replace the injured player

(ii) to a batter - the last out will be allowed to complete the turn at bat (assumes count)

(iii) to a fielder - any replacement from the bench

This rule may not be used in the case of pre-existing injuries. Teams cannot announce before a game that they have a player who requires a courtesy runner should he reach base. If the player

is injured and cannot run from first to second they should not be participating in the game and running from home to first.

(C) Once an injured player misses's part of or his entire turn at bat he may not return to the game. An at bat ends when a player is put out or becomes a base runner. A runner who is injured may return to the game.

(D) If a player must leave the park, is injured, or is ejected by the umpire he is simply skipped in

the batting order. He is not an automatic out.

(E) Defensive changes may be made at any time.

33. Suspended Games

If a game is called for any reason before it is an official game, it shall be considered a suspended game and is to be resumed from the point of curtailment.

34. Bats

Bats should be round and may be made of wood or other approved material including aluminum, magnesium, fiberglass, composite, nylon or laminated wood. These mentioned bats shall be permissible in league and tournament play. The bat cannot be altered in any fashion. Sizes shall be in accordance with prevailing CFAB regulations for the age divisions in question. Bats may be taped to a distance not exceeding sixteen inches (16") from the handle.

• Max Length (inches) Max Diameter (inches) 10U & 11U:

32 inch, 2-3/4 inch max diameter, unlimited length/weight drop - must be marked "USABB" or stamped with BPF 1.5 " (Bat Performance Factor).

35. Ball

The ball must weigh not less than five nor more than five and one quarter ounces avoirdupois, and measure not less than nine or more than nine and one quarter inches in circumference. A soft or a resilient ball is recommended for 7U (Rally Cap/T-Ball) and 9U (Tadpole).

36. Bases

At the 10U and 11U (Mosquito) levels, it is recommended that the use of a safety base at first base be used during the Spring and Summer seasons. It is recommended that the use of post or pin design be used to prevent accidental slippage of the base.

37. Helmet Removal

Any base runner who removes (i.e. Throws helmet off) their helmet while running the base paths, is subject to put out. If, in the judgment of the game officials, a violation occurs the player will receive one warning. If the player in question, after receipt of one warning, is in violation a second time they are automatically called out. If in a given situation the violator represents the 3rd out in any given inning, any previous runs scored will count.

38. Infield Fly

The Infield Fly Rule applies in all divisions.

39. Minimum Players

A team failing to field at least nine uniformed players within fifteen minutes of the scheduled starting time of the game shall forfeit the game.

40. Balks

At the 10U & 11U (Mosquito) level balks are not called except as follows:

When with runners on base, the pitcher fails to deliver the pitch after beginning his pitching motion, the umpire shall call, "Time...no pitch." The umpire shall relate to the pitcher that he must deliver the ball without stopping his motion as this is a ball. No runner may advance on the call. Any subsequent failure to deliver the pitch after starting his motion, the umpire shall call, "Time, ball," and then charge the pitcher with a ball. No runners may advance on the call.

Note: The intent of this rule is to prevent pitchers from stopping their delivery to home plate when they see a batter square to bunt.